



City of Mesa

SOFTBALL PROGRAM
Senior Division 50+ Years

COACHES MANUAL

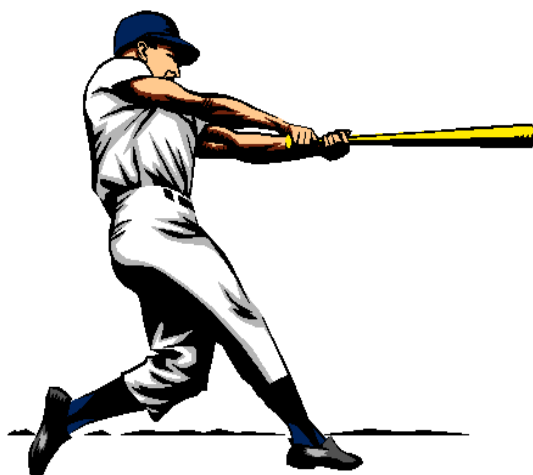


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INTRODUCTION

Welcome to this year's Senior Softball Program sponsored by the City of Mesa. As a player, you will be participating in one of Arizona's most popular sports... *Softball*. This program is provided solely for your fun and enjoyment. Your cooperation, good sportsmanship and communication with our league office are important in making this year a success. We wish every team a successful season.

PROGRAM RULES AND POLICIES

- A. League Format Games are Monday-Friday with game times set between 9 a.m. and 5 p.m. One umpire will be assigned to every game. Games will be played at Red Mountain Softball Complex, 7808 East Brown Road, and Skyline Softball Complex, 655 South Crismon Road.
- B. Rosters Players may be added or deleted up through the third week of the season. Rosters are frozen after this date. Teams should add players to their rosters at the field site. Rosters have a 25 player maximum.
- C. Uniforms Recommended but not required. Numbers on uniforms are strongly recommended.
- D. Forfeits A team will forfeit its game under the following conditions:
 - Playing with an ineligible player.
 - Unable to field eight players at game time or during a game.
- E. Pre-game Procedures In order to remain on schedule each day at your ball park, it is necessary that each team be responsible for the following:
 - 1) Arrive for scheduled game at least 10 minutes prior to game time.
 - 2) Fill in your line-up immediately, then find the other team and have them do the same.
 - 3) Umpires will be starting games. For example, time will begin within 5 to 10 minutes after conclusion of game prior to your game, whether or not the lineups are completed on score sheets. We ask that each team put their lineup on score sheets prior to their game; otherwise you are wasting valuable time with lineup responsibilities.
- F. Age All participants must be at least 50 years old at the start of the league.
- G. Scorekeeper Home team must furnish scorekeeper. Please announce score after each half inning. Also, a visiting team representative may sit with the scorekeeper to assist. Umpire has jurisdiction at games. Each team should keep track of their score and confirm with the scorekeeper after each inning. Last team name (number) on schedule is home team.
- H. League Championship Overall season record will determine the champion and runner-up team in each division.
- I. Insurance Medical insurance is the responsibility of the team or individual. The City of Mesa DOES NOT carry medical insurance for these teams.
- J. Awards Provided upon the discretion of the league coordinator.
- K. League Standings Available at field locations on the bulletin board or on the web at mesaaz.gov.

L. Protests

- 1) Only rule interpretation will be justifiable for protests and not an umpire's decision call. If a team protests, it must be made by the team captain or manager before the next pitch to the next batter.
- 2) Protests must be written and submitted first to the league coordinator at the Mesa Parks Office, 200 S. Center Street, Bldg 1 during the next business day.
- 3) All protests must be made in accordance to A.S.A. Softball Rules.
- 4) Ineligible player protest must be made during the ball game with the umpire. No protest accepted after the completion of game.

M. Weather (Inclement) If there is any doubt as to whether or not the ball field is in playable condition, it is the *team manager's* (and only the team manager's) responsibility to call the Parks and Recreation **Rain Line at 480-644-2765** (between 8 a.m. and 5 p.m.) to get information, or contact the league coordinator at 480-644-2352. Game (field) conditions change suddenly...we try our best to keep you informed. League games that are rained out will be rescheduled. Revised schedules will be provided.

N. Supervision

- 1) League Coordinator: Carmen Rodriguez, 480-644-5308.
- 2) Umpires: Contracted with the City of Mesa. Umpire's authority covers only the game.
- 3) Mesa Parks Office: 200 South Center Street, Bldg 1, Mesa, Arizona, 85210. Office hours are 7 a.m. to 6 p.m., Monday-Thursday, 480-644-2352.

O. Playing Rules These rules are in addition to A.S.A. Softball Rules.

- 1) Game: The game shall consist of seven innings or after 55 minutes. Finish that inning and play one more (open).
- 2) Run Rule: After 4½ or 5 innings, a team ahead by 12 runs will be declared the winner.
- 3) Substitution: A free substitution rule will be in effect. However, a player who re-enters the game must do so *only in same spot in the lineup*.
- 4) Foul Ball: The batter is out when:
 - A third strike is called, including an uncaught foul ball that is hit after two strikes.
 - A third strike caught foul ball results in a dead ball. Runners cannot tag up.
- 5) Game Time: Game time is forfeit time.
- 6) Steel Cleats: Steel cleats are not allowed.
- 7) Arc on Ball: Each pitch must have a 6-foot arc on the ball after release, and not more than 12 feet.
- 8) Reaching First Base: A double bag or mat of equal size shall be used at first base, the double portion of the bag or mat being in foul territory abutting first base. If there is a play on a batter going to first base, the batter must touch the portion of the DOUBLE BAG or mat extending into foul territory. The batter shall be called out for failing to do so. This will not be an appeal.

- 9) Courtesy Runners: For runner on base and must be declared before the next pitch.

Division 1: One courtesy runner may be used each inning and may be any player on the roster. Each player on the roster may be a courtesy runner only once per game. A courtesy runner on base when it is his turn to bat will be declared out. Any courtesy runner found running more than once per game will be called out.

Division 2: A courtesy runner may be used for a base runner at any time, but the same courtesy runner may not be used more than once in the same inning. Any courtesy runner found running more than once per inning will be called out. A courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original runner permanently from the game. A courtesy runner on base when it is his turn to bat will be declared out.

Divisions 3,4,5,6,7: A courtesy runner may be used for a base runner. There is no limit on the number of times any player may be a courtesy runner in any inning. However, a courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original courtesy runner permanently from the game. A courtesy runner on base when it is his/her turn to bat will be declared out.

- 10) Strike Zone: Consists of home plate and strike pad directly behind home plate.
- 11) Base Runners: May not advance until ball is hit.
- 12) Players At Game Time: A minimum of eight is required. Teams have the option of batting more than ten batters as long as they are listed on the official score sheet. If a team must start a game with fewer than 10 batters, then additional players can be added to the bottom of the line-up as they arrive with no penalty to the team.
- 13) Sliding: Sliding or diving INTO first base or when scoring is NOT permitted, and such players will be called out; however a player MAY slide or dive INTO second or third base, and when RETURNING to ANY base.
- 14) Overrunning: A base runner is not to overrun second or third base without being subject to a "tag" putout.
- 15) Tie Games: In the event of a tie game after regulation play, one extra inning may be played only if time has not expired. Each team will start their half of the extra inning with the last batter from the previous inning at second base. If they remain deadlocked after one extra inning the game will be declared a tie. (Tie games will be counted in the standings as a half-win, half-loss.)
- 16) Home Plate Line: A second home plate will be placed 8 feet from the batter's plate. The second home plate will be used for scoring purposes only. Any throw beating the runner to this plate (and controlled by catcher while touching home plate) will result in that runner being out. In addition, a line will be drawn perpendicular to the third base line at the distance of 20 feet from home plate. Any runner that crosses this line is required to continue towards home plate in an attempt to score. The runner upon crossing this line is not allowed to stop and go back to third base. The runner shall also be called out if he/she touches OR crosses over any portion of either the batter's plate or the Strike Zone Mat. Runners shall not be called out for contact with a defensive player not in contact with home plate unless in the umpire's judgment the runner deliberately hit or could reasonably be expected to minimize or avoid the contact under the circumstances and failed to do so. No tag plays are allowed. All plays at the batter's plate are force plays.

- 17) Defensive Positions: Divisions 1-2 teams are allowed 10 defensive positions; all other division teams are allowed 11 defensive positions.
- 18) Pitching Screen: If the defense opts to use the pitching screen, any ball that hits the screen will be considered "No Pitch".

P. Softball Definitions

Field Specifications:

- Bases 65'
- Pitching 50'
- Fence 300'
- Home Plate 17"
- Batters Box 7' x 3'
- Pitching Rubber 6" x 24"
- Strike pad 23" x 27"

Visiting Team: The visiting team bats first and occupies the first base dugout.

Interference: Interference is the act of an offensive player or team member who impedes or confuses a defensive player while attempting to execute a play.

Obstruction: Obstruction is the act of:

- A defensive player who prevents a batter from striking a pitched ball.
- A fielder, while not in the possession of the ball, in the act of fielding a batted ball or about to receive a thrown ball, impedes the progress of a base runner that is legally running bases.

November 2010